

TABLE OF CONTENTS

WELCOME TO THE JAMES C. JUSTICE, NATIONAL SCOUT CAMP	3
CONTACT US	
SUMMIT STAFF DIRECTORY	4
SUMMIT CORE VALUES	_
JAMES C. JUSTICE NATIONAL SCOUT CAMP AT A GLANCE	7
MAIN SCOUT CAMP PROGRAM AREAS	8
CAMPWIDE EVENTS	
AWARDS AND ADDITIONAL PROGRAMS	. 12
PROGRAM BUYUP OPPORTUNITIES	
SUMMIT EXPERIENCE PREPARATION WEBINARS	. 14
BSA ADULT LEADERSHIP POLICY*	. 14
UNIT LEADER RESPONSIBILITIES	. 15
YOUTH LEADESHIP POSITIONS	. 16
HEALTH AND MEDICAL RECORD	
IMMUNIZATIONS	
MEDICATIONS	
PROGRAM SPECIFIC TRAINING AND REQUIREMENTS	. 19
INSURANCE	
YOUTH PROTECTION	
SCOUT CAMP COMMISSIONERS	. 21
TRANSPORTATION TO THE SUMMIT	. 22
DIRECTIONS TO THE SUMMIT SITE	. 23
ARRIVAL DAY	
LEADERS' MEETING- 7:00 PM SUNDAY	
CHAPEL SERVICE - 7:45PM	
COMMUNICATION AND PHONE NUMBERS	
YOUR ACCOMODATIONS WHILE AT THE SUMMIT	
FOOD AT THE SUMMIT	
CREATING THE BUDGET	
FEES AND FEE SCHEDULE 2021:	
REFUND POLICY	
EQUIPMENT INFORMATION	
PERSONAL EQUIPMENT LIST	.32
VICINITY MAPS	.35
WILDLIFE AND OTHER NATURAL HAZARDS	
SWIM TEST MASTER LIST	
BUDDY TAGS	
RAFTING INFORMATION SHEET	
THE SUMMIT DUTY TO GOD AWARD	
THE SUMMIT SUSTAINABILITY AWARD	
DDOCDAM SCHEDITIE	16

WELCOME TO THE JAMES C. JUSTICE, NATIONAL SCOUT CAMP

Thank you for selecting The Summit Bechtel Family National Reserve's James C. Justice National Scout Camp as your summer destination for 2021! We are excited to host you this upcoming summer and hope you are excited to experience the adventure that The Summit has to offer.

The Summit encourages participants to grow in competence, confidence, caring and awareness by providing experiences that require participants to move out of their comfort zones and "stretch" themselves. Our camp experience is designed to be an extension of the program that you provide to your unit year-round with the added value of the staff and facilities only available at the Summit Bechtel Reserve.

This guide is designed to help council and chartered unit contingents plan a successful trip to The Summit. It is important that the adults attending with your unit become familiar with every aspect of the trip and to share this information with participants and their parents.

THIS GUIDE IS INTENDED TO BE SHARED WITH ALL SCOUTS, LEADERS AND PARENTS.

Please read this guide carefully as you will find many answers to your questions. If you have further questions that you don't see the answers to, please e-mail us at: summit.program@scouting.org. We cannot wait to serve your group this summer at The Summit's James C. Justice National Scout Camp!

Last year was my first summer season at the Summit. What a blast Looking forward to another awesome season to see you and your scouts!

Sincerely,

Wally Lester Associate Director of Outdoor Adventures walter.lester@scouting.org 304-465-2800

CONTACT US

Mailing Address

Summit Bechtel Reserve 2550 Jack Furst Drive Glen Jean, WV 25846

ATTN: Participant Name/Unit

Number

Ruby Welcome Center

55 Hazel Ruby Lane Mt. Hope, WV 25880 North Gate/Main Entrance

Summit Bechtel Reserve 2550 Jack Furst Drive Glen Jean, WV 25846

ATTN: Participant Name/Unit

Number

Website: www.SummitBSA.org Gear: www.gardengroundoutfiiters.com

SUMMIT STAFF DIRECTORY

Below is a listing of full-time staff at The Summit that can help you with questions related to your High Adventure Experience at The Summit. Everyone can be reached by phone at our main number 304-465-2800 during regular business hours 8 AM to 5 PM Monday through Friday. This is not an entire list of the full-time staff, but this is a list of those who will mostly likely be able to answer the questions you have about your trip to The Summit.

RESERVATION INFORMATION

For questions on your reservation, payments, paperwork, etc. contact our registration team:

Cristi Richardson- Registrar

Camela Rodgers- Registration Coordinator

E-mail Address- <u>Summit.Program@Scouting.org</u> The Registration team is the administrator for this e-mail address which you have seen throughout this guide.

SCOUT CAMP DIRECTOR

For general questions on the Scout Camp program such as facilities, housing, general equipment, food, transportation, etc. contact:

Wally Lester – James C. Justice National Scout Camp director

E-mail Address- Walter.Lester@Scouting.org

Programs- The Director is responsible for all Scout Camp Programs and directly oversees it's staff and offerings

PROGRAM MANAGERS

For specific questions about program equipment and activities, contact one of the program managers of the four Summit activity families: Aerial Sports, Aquatic Sports, Shooting Sports and Wheeled Sports.

Aerial Sports Manager-David Homce

Email Address- David.Homce@Scouting.org

Programs- Helmets & Harnesses

Activities- Climbing, rappelling, canopy tours, zip lines and challenge courses.

Aquatic Sports Manager- Isaac Colvard Email Address- Isaac.Colvard@Scouting.org

Activities- Lake kayaking, river kayaking, white water rafting, stand up paddle boarding and The

Summit's Water Reality Obstacle Course.

Shooting Sports Manager- Ryan King

Email Address- Ryan.King@Scouting.org

Programs- The Marksman

Activities- Shotgun, rifle, pistol, and archery.

Wheeled Sports Manager- Thom Merkle

Email Address- Thom.Merkle@Scouting.org

Programs- Berms & Bars, Ramps & Rails

Activities- Cross-country and Downhill Mountain biking, BMX biking, skateboarding

Hunters Education Manager- Chris Perkins

Email Address- Chris.Perkins@Scouting.org

Programs- Hunters Education

Activities- Crafton Sportsman's Complex & Skills Center

SUMMIT CORE VALUES

The Summit Bechtel Reserve is home to the Paul R. Christen National High Adventure Base, The James C. Justice National Scout Camp, and the Thomas S. Monson Leadership Excellence Complex. These are three distinct operations but throughout these various programs, participants will be exposed to a set of core values important to The Summit, Scouting and Life.

ADVENTURE

Adventure lies in the new, the unknown and the challenging. The wide variety of activities available at The Summit in our program areas, Action Point and the neighboring New River Gorge will provide the chance for all participants to do something they have never done before. Or reach new heights in an activity the already enjoy. The facilities at The Summit were designed to meet many different ability and experience levels.

SERVICE

"A Scout is Helpful." As with all the BSA National High Adventure Bases each unit will have the opportunity to spend to provide cheerful service on The Summit site, the New River Gorge or a nearby community. Please reach out or notify us once on site if your unit is interested in participating in a larger service project during your time at the Justice Scout Camp.

SUSTAINABILITY

Sustainability has always been front and center in the development of the Summit. The property does this to ensure participants in the future are able to experience what you do today. No matter the program you attend at SBR there will be plenty of opportunities to do your part. These include opportunities to utilize our energy saving buildings and structures, take official Leave No Trace courses, educate yourself on Outdoor Ethics Course before starting your trek, sign up for ecology related merit badges, and of course visit our energy positive Sustainability Treehouse.

LEADERSHIP

Each unit will operate under the direction of a Senior Patrol Leader assisted by other members of the unit's youth leadership. Adults and Scoutmasters are here to guide and help but not to lead the group. Keep in mind that leadership is more than just having a specific position or title. All participants will get the chance to improve their leadership skills. Summit programs and activities are designed to foster the development of important leadership characteristics for all participants: self-confidence, sound decision-making skills and a commitment to living the ideals of Scouting.

JAMES C. JUSTICE NATIONAL SCOUT CAMP AT A GLANCE

PROGRAM DESCRIPTION

The James C. Justice National Scout Camp is one of three "camps" at the Summit Bechtel Reserve (the other two being the Christen National High Adventure Base and the Monson Leadership Complex).

The National Scout Camp's focus is on advancement, Scouting traditions, and the exploration of different activities/interests through merit badges, ranger electives, awards, and open program. This all takes place in the Scott Summit Center, the roughly 100 acres of program venues in the central part of the Summit Bechtel Reserve. For a full listing of these venues please see the Program Areas section of this guide.

JUSTICE SCOUT RESIDENT CAMP

\$420.00 per person

The Justice Scout Camp is the flagship week-long resident camp targeting Venturers and Scouts, BSA who are looking for advancement opportunities, activity exploration, and Scouting traditions within the setting of the Summit Bechtel Reserve. This experience includes merit badge/ranger award courses, trainings, and camp-wide events. We also offer a program for Scouts who have not yet attained 1st class rank called Brownsea Island.

SAMPLE YOUTH PARTICIPANT SCHEDULE

	SUN	MON	TUES	WED	THURS	FRI	SAT
AM	ARRIVE	ASTRONOMY MB	KAYAKING MERIT BADGE	WHITEWATER MB	ART MB	FISHING DERBY EVENT	DEPART
PM	ARRIVE	FIRST AID MB	FIRST AID MB	WHITEWATER MB	FORESTRY MB	ZIPLINE CANOPY BUYUP	
EVE	OPENING PROGRAM		CLOSING PROGRAM				

NOTES

- AERIAL SPORTS activities at The Canopy, The Rocks, and Big Zip and in The Summit Center require all participants to meet the Aerial Sports Weight Guidelines which state that participants must weigh between 50 lbs. and 250 lbs. regardless of BMI. This weight requirement includes clothes. Participants who meet The Summit's BMI requirements but not the Aerial Sports weight limit can still participate in The Summit Experience activities not involving The Canopy, The Rocks, and The Big Zip. If you have participants who are in this situation email Summit.Program@Scouting.org ahead of time so we can schedule the alternate activities.
- SCOUT CAMP PROGRAM SCHEDULING We at the Justice National Scout Camp try our best to offer programs multiple times a week to provide as much flexibility as possible when creating schedules for your youth participants. Please note that attending the full session(s) are required in order to fully complete the merit badge or award in addition to there being limited capacity for most classes. If a scheduling conflict does arise please reach out to us and we will try our best to accommodate. More information on the merit badges offered can be found online in the 2021 Scout Camp Program Schedule.

OPEN PROGRAM

Many program areas offer "open program" during their evening blocks or select morning/afternoon blocks. This is an opportunity for participants to wrap-up unfinished courses, practice their skills, or just enjoy themselves by exploring a new activity. During open program times, a participant can show up at any time and move from area to area as they please.

MAIN SCOUT CAMP PROGRAM AREAS

AQUATICS

GOODRICH WEST LAKE

Goodrich Lake – West is the home to the Justice Scout Camp's aquatics activities: paddleboarding, kayaking, and swimming. Goodrich Lake is a manmade lake separated into two sections by a dam: Goodrich Lake East and Goodrich Lake West. You will find that most aquatics activities take place on Goodrich Lake – West, while the fishing programs take place on Goodrich Lake - East.

Note that all participants must have passed a BSA Swimmers test to participate in any swimming or paddling activity. Properly fitting PFDs must always be worn.

C.O.P.E AND CLIMBING

BOULDER COVE

Boulder Cove is the National Scout Camp's climbing rappelling and bouldering venue. This artificial climbing area sports 24 climbing belay stations, multiple rappelling stations, and three giant boulders with routes ranging in difficulty from 5.4 to 5.11. Be sure to keep posted for various competitions that will occur during open program in the evening! All participants and observers must be wearing a climbing helmet when within the fall zone of the climbing/rappelling wall. This venue will operate in the rain, but safety protocols require it to close during high winds and lightning. Participants must weigh between 50 and 250 pounds.

HIGH C.O.P.E

There are two high C.O.P.E. courses (sometimes referred to as challenge courses) located in Action Point. These high courses are a selection of obstacles to navigate while tethered from a cable high above the ground. Each element presents a unique challenge that requires problem-solving, dexterity and determination. These physical challenges combined with the added element of height develop self-confidence and accomplishment.

ECOLOGY AND CONSERVATION

ECOLOGY PAVILION (DELTA 2)

Meet here for Ecology, Conservation, Sustainability and Environmental Science based badges/electives.

SUSTAINABILITY TREEHOUSE

The Sustainability Treehouse is the showpiece of the Boy Scouts of America's commitment to sustainable policies. This award-winning building is not only an exhibit, but a living, interactive classroom where Scouts can learn everything from recycling practices to urban gardening, to photosynthesis and adaptation. Our Sustainability staff will be available to assist with demonstrations and experiments to engage youth and help them evaluate their impact on our planet. Sustainability is not just about the environment though. Scouts who visit the treehouse will learn about the importance of balancing a dedication to our environment via both social interaction and through bettering their understanding of Leave No Trace Principles.

CUSHMAN FISH CAMP

The Cushman Family Fish Camp, located on Goodrich Lake – East is the home to spin fishing, bait cast fishing, fly-fishing, and wildlife conservation programs. Stop in here for instruction or to check out a fishing rod to test out your luck angling on the Summit's lakes. Goodrich Lake – East has been stocked with catfish, bluegill, largemouth bass, stiped bass, perch, grass carp, and crappie.

HUNTER'S EDUCATION

CRAFTON SPORTSMAN'S COMPLEX

Crafton Sportsman Complex in Action Point contains Hunter's Hall which has exhibits on hunting and conservation as well as the Crafton Skills Center which is a state-of-the-art virtual shooting range. Participants can experience the half day hands on portion of the Hunter's Education course in Hunter's Hall which includes a "Certificate" and a Hunter Education "Patch" and they will also be given the opportunity to shoot Laser Shot in the Crafton Skills Center. This is a virtual shooting range with a variety of challenges allowing participants to practice their pistol, rifle and shotgun skills before heading out to the real range. In addition, participants who take the online Hunter Education course prior to their arrival will have the opportunity to receive a Hunter Education Card which will allow them to obtain a Hunting License in their home state. Contact Chris Perkins, Hunter's Education Program Manager at 304-465-2856 or Chris.Perkins@scouting.org for further information.

HUNTER'S EDUCATION CERTIFICATION COURSE

Scouts and scout leaders can now receive their hunter education cards while on site. Once completed, participants can purchase a hunting license in any of the 50 states, plus Mexico, Canada, and the United Kingdom. Keep in mind the below information when preparing to complete this course.

Sign-up for the Hunter's Education Certification Course must be through Black pug prior to attending.

Prior to arriving at camp an online Hunter's Education Course must be completed. The Summit Bechtel Reserve recommends either BeASafeHunter (has a fee) or NRAHE (free).

Note: Makes sure West Virginia is selected as the state for the online course. This will not impact your ability to purchase a hunting license in your home state.

Bring your certification of completion (voucher) of the online course to your scheduled session at SBR where you will qualify for the hands-on portion of the Hunter's Education Certification Course.

This program is offered at the Joe Crafton Sportsman Complex inside Hunter's Hall and the exact times of offering can be found in the Program Schedule. Participants of this course will get to experience our Laser Shot shooting simulation in the Joe Crafton Skills Center and will receive their Hunter Education cards upon completion of all requirements.

OUTDOOR SKILLS

BROWN SEA ISLAND FIRST YEAR CAMPER PROGRAM

Brownsea Island sits in the center of Goodrich Lake — East. It is named after the island in England where Baden Powell first experimented with the concept of Scouting in 1907. For this reason, it should seem fitting that this is the location for our Brownsea Island Beginner Camper Program. Here Scouts will work on rank advancement up to first class and visit many of the exciting program areas, while still having opportunities to work on merit badges in the evening. The focus of this program is for 1st and 2nd year Scouts to have fun while being introduced to Scout skills, camping, and advancement so they are excited about returning to camp and staying involved in their unit. Note that the BSI program is a full weeklong program. Scouts who have already achieved the Scout through First Class rank requirements with their unit are encouraged to enroll in merit badges and other activities.

SCOUTCRAFT & SURVIVAL SCHOOL (CHARLIE 2)

Home to Outdoor Skills, the C-2 Annex is the go-to place for all things Scoutcraft and Survival related. Whether you want to work on woodcarving, experience advanced pioneering projects, learn new navigation skills, or if you just want to get more information on the outdoors this is the place for you. Whether you are new to outdoor skills or an old pro we have something here for you. With programmatic offerings ranging from Search and Rescue to Advanced Outdoors Survival to Leatherworking this area has it all.

SHOOTING SPORTS

ARCHERY

Our Archery Range covers a wide array of shooting activities and is located at the corner of Foxtrot Road and Echo Pass. Some activities include static archery, LaPorte (or sporting arrows), and primitive projectiles (tomahawk, throwing knives, and more).

RIFLE SHOOTING

At our rifle range, which is just up the road from our archery range, we shoot .22 rifles on both paper and steel targets at a variety of distances. All programs are run under guidance of our highly trained NRA shooting instructors. Note most sessions at the rifle range are specifically for merit badge participants. Check the program schedule for available open shoot times.

WHEELED SPORTS

BMX TRACKS

Action Point is the home of four BMX tracks. BMX is an abbreviation of bicycle motocross and evolved from a bicycle alternative for motorcycle dirt track racing. Each track varies in size. During open program time, any participant is welcome to try their hand at BMX under the supervision of our qualified instructors. Instruction begins on a flat ground course and through learning the basics of cornering, pumping, and balance on the beginner course. Depending on participant ability and interest they may move to either the larger BMX racetrack or the dirt jump course, where they can get significant air!

JARED HARVEY MOUNTAIN BIKE SHOP & TRAILS

Weaving in and out of the woods surrounding Action Point is the Jared Harvey Mountain Bike Trail system. These trails offer a variety of difficulty ratings including Green Circle (Easy), Blue Square (More Difficult) and Black Diamond (Very Difficult). Qualified IMBA certified instructors will work with riders of all abilities to improve their riding skills and roll through the cycling merit badge or ranger elective.

HARKEY X-ZONE

The Action Point Skate Park is a great facility to hone skateboarding skills or to even start from scratch. The park includes transitions, ramps, quarter pipes, stair sets, boxes, rails, and a mini-ramp. The staff at Action Point have taken many first-time skaters and developed them into safe and confident shredders. Proper footwear, awareness of ability, and focus are essential to success in this program.

ZIP LINES

THE BIG ZIP

The Big Zip is a mainstay of the Summit Bechtel Reserve and a thrilling ride. Meet at the base (landing) of the Big Zip to get an orientation from staff and make the 45-minute hike up to the top for a thrilling 3,100-foot zip across Tridave Lake at speeds up to 60 miles per hour!

CAMPWIDE EVENTS

OPENING CAMPFIRE

This is the first camp-wide event of the week and calls all the units of the James C. Justice National Scout Camp together for to officially start our week at camp together. The exact format of this campfire will be released later in the off-season. As of right now we encourage units to bring camp chairs, projectors, screens, and/or electronic devices in the event that there is a virtual component to this event that requires units to participate from their campsite.

MERIT BADGE MIDWAY

This is the opportunity for participants to work on merit badges not traditionally offered anywhere in that season's Program Schedule. This could be in the form of partials that a child had started in their home council and needs help completing. This could also be a child taking an opportunity to start a new badge to help them gauge their interest in it. Either way, the Summit has them covered with a variety of opportunities that will be available at both midways. A document showing the official offerings at these events will be released prior to signing up for merit badges in Black Pug.

If you are an adult who is a merit badge counselor and are interested in volunteering to help teach during the Merit Badge Midway please contact Walter.Lester@scout.org and state the badge you are interested in helping provide.

WEDNESDAY CAMPWIDE EVENT (FORMALLY APPALACHIAN CELEBRACHIAN)

Stay tuned for more information on what this event will look like for the 2021 season. Whatever it looks it, there will be plenty of opportunities for participants to explore a variety of camp activities and locations while partaking in structured competitions!

CLOSING CAMPFIRE

This is the final camp-wide event of the week and focuses on recognizing unit's accomplishments, recapping events from the week, and a final opportunity for camaraderie between all involved. This campfire's format will be the same as the opening campfire's. No matter the format, units will be encouraged to be a part of the event by contributing songs, skits, stories, and other traditional campfire contributions.

AWARDS AND ADDITIONAL PROGRAMS

NOVA AWARDS

Many of the courses listed below meet requirements for STEM/Nova and Supernova awards. For more information on these programs and a full list of requirements for these awards please visit the Nova Awards page here: http://www.scouting.org/stem/Awards.aspx

SUMMIT SURVIVAL CHALLENGE

Participants will push their limits and be tested through mentally and physically uncomfortable situations in an outdoor natural environment. They will be given additional training beyond wilderness survival merit badge and be expected to use this training and the rest of their Scout skills to survive a difficult survival scenario in the wilderness. While this program may be difficult and demanding, any participant can walk away with a new confidence and set of skills which they can apply to the rest of their lives. If you are interested in taking this challenge touch base with the Outdoor Skills/Survival School staff and make sure you already have your wilderness survival merit badge or equivalent experience.

VENTURING RANGER CORE AND ELECTIVE COURSES

Venturers will need to meet with the area director of the relevant area for the requirements they aim to complete. To find a list of electives and core requirements our staff can provide, please consult the Program Details & Prerequisites webpage.

HUNTER'S EDUCATION

Participant's may complete the hands-on portion of their Hunter's Education course with the help of the Justice National Scout Camp Hunter's Education staff. To take advantage of this opportunity, participants must take the online portion of the course through BeASafeHunter.org or www.NRAHE.org (\$10 fee required upon passing online portion). Bring the completed online course certificate to take the hands-on portion of the course and be administered the test. Once successfully completed, participants will receive a certificate which they can then use at their home natural resources agency to obtain a hunting license.

AQUATICS SWIM TRUNK EMBLEMS

In addition to Venturing advancement and merit badges in aquatics, participants can earn aquatics awards which can be placed on their swim trunks. These include the following:

- Mile Swim BSA
- Kayaking BSA
- BSA Stand Up Paddleboard
- Whitewater Rafting BSA

THE SUMMIT DUTY TO GOD AWARD

The chaplain's aide will receive instructions and materials to complete this award at the Chaplain's Aide meeting. The unit will present the sign-off sheet to the desk at Pigott Headquarters and then **they will be able to purchase the award from The Summit Trading Post. See** <u>Appendix 9</u> **for all requirements.**

THE SUMMIT SUSTAINABILITY AWARD

The outdoor ethics guide will receive instructions and materials to complete this award at the outdoor ethics guide meeting. The unit will present the sign-off sheet to the desk at Pigott Headquarters and then they will be able to purchase the award from The Summit Trading Post. See Appendix 10 for all requirements.

PROGRAM BUYUP OPPORTUNITIES

GET A TASTE OF HIGH ADVENTURE DURING YOUR WEEK AT SCOUT CAMP

These opportunities will be available for sign up in the Black Pug Registration System along with all other merit badges and programs. Prices vary between each activity and will be listed online. Please note there is a limited number of slots available and transportation will not be provided to and from these high adventure areas.

AERIAL OPTIONS

THE ROCKS

Spend a half day climbing more challenging routes at the rocks. The auto belay systems used at Boulder Cove are also used here at the Rocks. Please note that all normal health and physical requirements for aerial still apply here in the high adventure area.

THE CANOPY

Spend a half day zipping through trees from platform to platform on one of our high adventure canopy tour courses. Participants will be guided through these courses with trained aerial instructors and be required to properly always wear all safety gear while on course. Normal health and physical requirements for aerial still apply here in the high adventure area.

SHOOTING SPORTS OPTIONS

SHOTGUN MERIT BADGE

This is a full day experience (Morning, Afternoon, and Evening) where youth participants can earn the entirety of the Shotgun Merit Badge.

BOWS & BARRELS

This is a full day experience that combines a half day of shooting at the Bows and a half day of shooting at the Barrels. Participants will get the opportunity to safely handle multiple different kinds of firearms all while under instruction from certified NRA instructors.

Please note that participants must do the full day and can not just choose one of the half day activities.

WHEELED SPORTS OPTIONS

THE PARK

This is a half day experience at the Summit Bechtel Reserve's outdoor skate park. Trained instructors will help passionate skaters of all skill levels take it to the next level. Proper pads and helmets must be always worn during this activity. It is also highly encouraged that all participants bring skate shoes to this activity.

THE TRAX

This is a half day experience at the Summit Bechtel Reserve's outdoor BMX park. Trained instructors will help passionate skaters of all skill levels take it to the next level. Proper pads and helmets must be always worn during this activity. It is also highly encouraged that all participants bring proper footwear to this activity.

SUMMIT EXPERIENCE PREPARATION WEBINARS

Approximately hour long webinars to prepare leaders for their group's scout camp experience will be held leading up to the 2021 summer season. Starting in February, the Scout Camp Webinars will take place the 3rd Tuesday of each month at 7:00pm Eastern.

WEBINAR DATES:

- MARCH Planning Guide, Equipment and Gear, Black Pug Introduction, and FAQ's
- APRIL How to register for merit badges in our Black Pug System
- MAY Final Schedules, Overview, and Wrap up

BSA ADULT LEADERSHIP POLICY*

The best available adult leadership should be recruited to accompany each unit. There are no gender restrictions for adult leadership at The Summit except that each coed or linked unit must have coed adult leaders at least 21 years of age. Each adult must be registered as a leader with the Boy Scouts of America.

Each attending unit must have at least 2 BSA registered adult Advisors 21 years of age or older.

Coed or Linked Units are required to provide coed leadership while in route to and from The Summit and while they are at The Summit. A Coed Venturing Crew or set of linked units must have at least one male Advisor and at least one female Advisor, each of whom must be 21 years of age or older. Male and female youth participants will not share the same sleeping facility. Male and female advisors are required to have separate sleeping facilities. Married couples serving as adult advisors may share the same quarters if appropriate facilities are available.

Female advisors must be responsible for the female participants; male advisors must be responsible for the male participants.

Groups coming with coed or linked units must function under Venturing policies.

A Council Contingent may have both Boy Scout Troops and Venturing Crews as a part of their contingent but each crew within the contingent must be either comprised of Boy Scouts or Venturers not a mix of both.

If a father and daughter (under 18 years of age) are participants, the crew must still have male and female advisors 21 years of age or over.

No youth will stay in the tent of an adult.

* BSA Adult Leadership policies are occasionally updated in the <u>Guide to Safe Scouting</u>, No. 34416. In the case where these policies are updated after the publication of this guide, The Summit will follow the policies currently in effect as outlined in the Guide to Safe Scouting. Refer to <u>Guide to Safe Scouting</u>, No. 34416 for current policies.

UNIT LEADER RESPONSIBILITIES

It should be the primary responsibility of all Adult Unit Leaders and assistants to provide a positive example for youth participants and instill in them the values of the Boy Scouts of America: Character Development, Citizenship/Leadership training, and Physical, Mental, and Emotional Fitness. Additionally, primary Adult Leadership who are present in camp must meet the following:

- 1. Have no other duties which would detract from the responsibility of serving as a unit leader
- 2. Be responsible to the Camp Director or assigned designee
- 3. Be responsible for the safety and well-being of all members of his/her unit
- 4. Have up to date training in Youth Protection
- 5. Have up to date Hazardous Weather Training
- 6. File all paperwork required by the Summit Bechtel Reserve, Boy Scouts of America, and federal/state government including Health and Medical Records for every participant
- 7. Ensure that all Youth Protection policies are followed by both adult and youth participants (for more details see below)
- 8. Promote and enforce the Buddy System at all times
- 9. Be responsible for all financial obligations incurred by the unit while at camp
- 10. Be responsible for the discipline of all members of his/her unit in accordance with Youth Protection Policies

YOUTH LEADESHIP POSITIONS

The Scouting program is a youth led experience. Your unit should select appropriate youth members to fill the following positions prior to arrival at The Summit.

SENIOR PARTROL LEADER

If your unit's SPL is not attending the Justice Scout Camp with you this summer we encourage you to nominate another unit to fill the role for the week. The Assistant Senior Patrol Leader can also be the one fulfilling these duties for the week.

The SPL responsibilities include:

- Attending, or having a youth representative attend in their place, the Daily Leader's Meetings that take place Monday through Thursday during lunch.
- Disseminating information collected to the rest of the unit
- Checking to make sure camp is safe, clean, and secure
- Encouraging their unit to participate in camp wide events, including closing campfire
- Supporting the Chaplain Aide and Outdoor Ethics Guide as they carry out their duties

CHAPLAIN'S AIDE

The Summit strongly recommends one youth participant from your unit be asked to serve as a Chaplain Aide if this position is not already filled for your unit by someone attending camp. Someone who has earned or is working on their religious award would be ideal for this position. The Chaplain Aide will be asked to lead daily devotionals and other appropriate religious services.

A guide with suggested daily devotionals will be provided to the Chaplain's Aide. The Chaplain's Aide along with an Adult Advisor will certify completion of requirements of the <u>Duty to God</u> award for each unit member. (Awards may be purchased at The Summit Trading Post upon completion at the end of the week.)

OUTDOOR ETHICS GUIDE

Outdoor Ethics are not a set of rules designed to meet every situation you will encounter in the outdoors. Instead they are a way of thinking about how we use and impact the environment, which guides us to make the best decisions possible in the outdoors ensuring we preserve the land for others to enjoy.

The Outdoor Ethics Guide works with the unit to ensure responsible use in the outdoor environment that is The Summit and helps the unit make informed decisions. The Outdoor Ethics Guide will also help the unit through The Summit Sustainability Award program with the help of Summit staff and resources issued upon arrival.

HEALTH AND SAFTEY

NOTE: For the most up-to-date information regarding COVID-19 and how it will affect your adventure, please visit our New Normal page.

HEALTH AND MEDICAL RECORD

Every camper and advisor are required to have a medical evaluation within twelve (12) months of their participation date by a physician licensed to practice medicine. An examination conducted by a physician's assistant or a nurse practitioner will be recognized for states where they may perform physical examinations to students enrolled in public school systems. The BSA Annual Health and Medical Record must be used with parts A, B and C completed. These forms are available at: http://www.scouting.org/scoutsource/HealthandSafety/ahmr.aspx. There you will find forms for each National High Adventure Base, be sure to download The Summit form.

The Summit does not require the original form. A photocopy of the complete and signed original is recommended so that the original can be kept at home for future use throughout the next year.

Advisors are to collect the forms before leaving for The Summit and be prepared to submit them to the Health Lodge medical provider during Orientation. Each participant will undergo a Medical Re-check at this time. As a backup, you may decide to carry a flash drive with copies of the medical forms. If so, ensure that the flash drive is password protected. **Prior to departure**, advisors should review each participant's medical form to be familiar with any health restrictions; make sure everyone – youth and adult – meets the height and weight participation requirements; check for participant, parental and physician's signatures; and ensure that a copy of the participant's health insurance card is attached.

At the end of your stay at The Summit, you will need to return to the Health Lodge and retrieve your Health Forms for your trip home. <u>ALL HEALTH FORMS LEFT AT THE SUMMIT AFTER YOUR GROUP'S DEPARTURE WILL BE SHREDDED DUE TO THE PROPIETARY NATURE OF THE INFORMATION.</u>

An individual should always contact the family physician first and call The Summit at 304-465-2800 if there is a question about the advisability of participation. The Summit's chief medical officer and other medical staff of the Health Lodge reserve the right to make medical decisions regarding the participation of individuals at The Summit.

IMMUNIZATIONS

Verification is required that adequate tetanus immunization has been given within the last ten years prior to arrival at The Summit. If this service must be performed at The Summit, the participant will be charged accordingly.

RELIGIOUS BELIEFS AND MEDICAL CARE

The following is the policy of the Boy Scouts of America regarding medical requirements:

Medical examinations for camp attendance are required of all campers for the protection of the entire camp group. The immunization requirement is waived for persons with religious beliefs against immunization.

Go to the following link to download the Immunization Waiver Form and bring the completed for with your medical form. http://www.scouting.org/filestore/pdf/25-02.pdf

MEDICATIONS

Each participant at The Summit who has a condition requiring medication must bring an appropriate supply. The pharmacy at the Health Lodge is very limited and the identical medications may not be available, in many instances the medical staff will have to use pharmacies in the near-by communities to address these needs. In certain circumstances duplicate or even triplicate supplies of vital medications are appropriate. Participants will be charged for maintenance medications or medications that should have been brought to The Summit and end up being dispensed by The Summit Health Lodge.

It is recommended that leaders bring a lockable storage device to store all medications while in route to and from The Summit and while at The Summit. Medications that are required to be kept cooler than room temperature should be transported accordingly. While at The Summit, refrigerator space will be provided through the health lodge or Pigott Headquarters to store such medications.

Persons who have had an **anaphylactic reaction** from any cause must contact The Summit before arrival. If you are allowed to participate, **you will be required to have appropriate treatment with you**. Any person who has needed treatment for asthma in the past three years must carry a rescue inhaler. If you do not bring a rescue inhaler, you must buy one before you will be allowed to participate.

PROGRAM SPECIFIC TRAINING AND REQUIREMENTS

Different programs and merit badge classes may have requirements or trainings specific to the activities involved in the program track or activities.

AQUATICS ACTIVITIES

BSA ANNUAL SWIM TEST

Units must bring with them a completed Swim Test Master Form (See <u>Appendix 6</u>). Each member of the unit should be listed in the appropriate area as relates to their classification. All participants who wish to participate in an aquatics activity or merit badge class must have completed their swim test with a classification as a swimmer.

BUDDY TAG PROCESS

In May of 2021 you will need to bring buddy tags for your group. The Summit has activity areas where participants may enjoy aquatics activities in their evening free time in addition to merit badges taking place at the aquatics area requiring a swim check in order to participate. Even if an aquatic activity is not part of a participant's program schedule during the daytime there will be opportunities to do activities in your evening free time. See <u>Appendix 7</u> for instructions on filling out your buddy tags.

AERIAL SPORTS ACTIVITY WEIGHT GUIDELINE

The engineering and safety systems used by The Summit's Aerial Sports activities require participants to meet certain weight guidelines to participate in our climbing, rappelling, bouldering, canopy tour, challenge course and zip line activities. Participants in these activities must weigh between 50 lbs. and 250 lbs. (including clothes) regardless of their height.

PERSONAL PROTECTIVE EQUIPMENT (PPE) FOR ALL SUMMIT ACTIVITIES

All our activities require the use of PPE. We have a wide selection of equipment to fit most all shapes and sizes. On rare occasions, a unique body type may not fit safely into our equipment. If a participant cannot wear the appropriate equipment as it is intended to be worn, they will not be able to participate in that activity. If you have a concern about this e-mail Summit.Program@Scouting.org ahead of time and we will do our best to accommodate the participant in question.

MERIT BADGE PRE-REQUISITES

Some of the merit badges that we offer at the James C. Justice National Scout Camp cannot be completed at camp due to the nature of the badge. All badges that cannot be completed will have prerequisites listed online in the Black Pug System that will be live and updated by April at the latest.

If Pre-Requisites are listed than it is the youth participant's responsibility to fulfill them prior to camp and show proof of completion to the merit badge counselor during the class or an open program session. If Pre-requisites are not completed prior to camp they can still participate in the class, receive a partial, and finish the badge with a local councilor back home.

INSURANCE

The Summit participation fee includes insurance coverage for health, accident and sickness in route to and from home and while participating in Summit programs. This policy is an Excess Insurance Plan meaning that the plan will pay eligible expenses incurred from a covered accident or sickness not paid by any other collectable insurance or pre-paid health plan in force. If no other collectable insurance or pre-paid health plans are in effect at the time of the loss, this plan will pay eligible covered expenses up to the plan limits. There is no deductible under this plan. Please e-mail The Summit at Summit.Program@Scouting.org for the brochure that covers the details of this plan.

YOUTH PROTECTION

At check-in at The Summit all adults must present verification of current BSA Youth Protection Training (within the past two years). This means all participants 18 years of age or older must have current Youth Protection Training. This includes Venturers who are 18 years of age or older.

Youth Protection Training documentation are available through your local council or online at www.scouting.org or my.scouting.org. Youth Protection Training is required to be a registered adult leader in the Boy Scouts of America.

The Summit will strictly enforce BSA Youth Protection policies.

HAZING - INITIATIONS - DISCIPLINE

Any form of hazing, initiation, ridicule, or inappropriate teasing is prohibited and must not be allowed.

A WORD ABOUT CONDUCT...

The Scout Oath and Law serves as the guide in all interactions with other participants and staff. The Summit serves groups from many different backgrounds and it is important that each group respect the other. This includes coed and female units and female staff. It is not acceptable to act in a manner which belittles, harasses, or makes others uncomfortable.

Each group should develop a procedure regarding unacceptable behavior and/or conduct. The best method to accomplish this is to outline expectations before the trip, as well as consequences if a participant chooses to act in a way contrary to established guidelines. Parents/guardians must be informed of the guidelines. Remember, advisors are responsible for their participants always — The Summit cannot provide supervision. Should a participant be removed from the unit for disciplinary reasons, he/she will be sent home at their own expense. An adult advisor will be required to provide supervision and assist with transportation arrangements in the event a participant is sent home.

TOBACCO

For adults, The Summit strongly recommends tobacco products not be used. Smoking and the use of smokeless tobacco and vaping is prohibited in all The Summit's buildings, tents, vehicles, and trails. If tobacco is used by an adult leader, it must be in designated areas out of sight of participants.

There is no use of tobacco allowed at all by youth participants.

ALCOHOL AND DRUGS

Possession or use of alcoholic beverages or non-prescribed drugs (including marijuana) or abuses of prescribed drugs are expressly prohibited while at The Summit or participating in a Summit event or program. Groups or individuals found in violation of this policy will be sent home immediately at the participant's expense as arranged with the responsible council or parent/guardian.

FIREARMS

Firearms including bows are not to be brought onto The Summit. The Summit provides all firearms needed for shooting sports programming. Personal firearms are not permitted at The Summit's Ranges.

TOURIST INFORMATION

For units that want to add additional activities at the beginning or end of their high adventure experience, West Virginia has many recreational activities and historic sites. Information about these locations and activities can be found at www.wvtourism.com.

SCOUT CAMP COMMISSIONERS

Interaction with quality staff members is always an important facet of any camp experience. At the Summit, we utilize staff members called "Camp Commissioners" to help provide a quality experience. Our head commissioner will be in contact with your unit before your arrival and throughout your stay to make sure that your unit is as well prepared as possible. Once on site, the commissioner team will orient your group to the site and be a key piece of your program experience.

EXPECTATIONS OF UNITS FOR THEIR CAMP COMMISSIONERS

CAMP COMMISSIONERS

- Will be trained on the processes and operations of The Summit
- Will guide your unit through the check in process and an informative tour of our venues within the James C. Justice Scout Camp program
- Will work with the youth and adult leadership of the unit
- Will be available during meals for questions
- Will attend the Sunday Evening Leader's meetings
- Will make sure the Adult Advisors, Chaplain's Aide and Outdoor Ethics Guides know when and where their orientation meetings are held.
- Will be present on Sunday and Friday nights to help your unit access the opening and closing campfires
- Will provide nightly check-ins at your site to run a campsite inspection, restock supplies, address questions and concerns, and help with any requests your unit might have
- Will be present and available for questions during daily adult leader and SPL meetings
- Will be focused on helping to make your crews experience memorable and positive

TRANSPORTATION TO THE SUMMIT

Google Maps Ruby Welcome Center Address

Google Maps Main Entrance Address

The Summit does not endorse specific transportation companies. The information provided below is for your information. This does not constitute a complete list of companies who may provide the transportation services that you require.

The Summit Bechtel Reserve is in Mount Hope, WV near the city of Beckley, WV. The Summit is convenient to major interstate highways (I-77 and I-64) via SR-19. Please note that I-64/I-77 between Charleston and Beckley is a toll road with two fee stations (\$2 toll each per vehicle).

AIR TRANSPORTATION

Yeager Airport (CRW), Charleston, WV, 75 min

- Service from US Air (Charlotte, Washington Reagan), American (New York, Chicago), United (Houston, Chicago O'Hare, Washington Dulles), Delta (Atlanta, Detroit) and Spirit (Ft. Lauderdale, Myrtle Beach).
- Beckley Raleigh County (BKW), Beckley, WV, 20 min
 - VIA Air to Charlotte Douglas Airport (CLT), Charlotte NC
- Greenbrier County (LWB), Lewisburg, WV, 65 min
 - VIA Air to Charlotte Douglas Airport (CLT), Charlotte NC
- Charlotte Douglas (CLT), Charlotte, NC, 3.5 hours
 - Most major airlines
- Pittsburgh International Airport (PIT), Pittsburgh PA. 4 hours
 - Most major airlines

GROUND TRANSPORTATION

WEST VIRGINIA CHARTER BUS COMPANIES

- Spring Valley Charter (304) 733-4074 springvalleybus@aol.com
- Chandler Limousine Service (15 passenger vans). Services Yeager Airport and Prince Amtrak station. 1-304-345-5434 or 1-800-779-5434. www.chandlerslimo.com.

COMMERCIAL BUS CARRIERS

Greyhound Bus Lines – www.greyhound.com (Beckley, WV)

VEHICLE RENTAL

- Avis www.avis.com (CRW, BKW, LWB, CLT)
- Enterprise <u>www.enterprise.com</u> (CRW, BKW, LWB)
- Hertz www.hertz.com (CRW, BKW, LWB, CLT)
- National/Alamo www.nationalcar.com (CRW, LWB, CLT)
- o Budget -- <u>www.budget.com</u> (CRW, LWB, CLT)
- Alamo www.alamo.com (CRW, CLT)

NOTE Enterprise Rent-a-car has a vehicle drop at SBR's Ruby Welcome Center. Depending on circumstances, some groups find it advantageous to turn in their rental on arrival at SBR and then, pick-up a rental on departure day. Various factors will determine whether this option is more economical for you. To talk to an Enterprise representative familiar with SBR, we suggest calling the <u>Harper Road office in Beckley, WV – (304) 929- 2445</u>. This must be arranged manually with that office you will not find the option to turn in the vehicle at The Ruby Welcome Center on the Enterprise website.

TOUR COMPANIES

If you want to schedule other activities as part of your trip to the Summit, these tour companies have experience providing travel, accommodations, and sightseeing activities in conjunction with SBR events, including the National Scout Jamboree. (see next page)

- Soaring Eagle Tours http://soaringeagletours.com/. Providing tour packages from Charlotte to The Summit.
- Plue Sky Adventures- http://www.blueskyadventures.net/. Providing tour packages from Charlotte to The Summit, as well as Pittsburgh to The Summit.

RAIL TRANSPORTATION

- Amtrak (www.amtrak.com) offers passenger service to the Prince, WV station located about 30 minutes from The Summit. The station is part of the Cardinal Line that runs between New York City and Chicago. Note that service occurs on alternating days and may require either an early arrival or late departure from SBR.
 - Because of the proximity of the Prince train station The Summit will provide transportation from the train station to The Summit and back to the station at the end of your unit's experience.

PRIVATE VEHICLES

This method of transportation should be used only with full assurance that the vehicles are safe, and the drivers are reliable. Make sure there is adequate insurance coverage for each vehicle. Adhere rigidly to the Tour Plan requirements. **The Summit is not responsible for vehicles parked in parking areas.**

EMERGENCY TRANSPORTATION

The Summit will assist with transportation arrangements when a family, work or other emergency occurs during a Summit program requiring a participant to return home, or if a participant must return home for medical reasons. Participants will be required to reimburse The Summit for any transportation services provided, including transportation to a required airport.

DIRECTIONS TO THE SUMMIT SITE

Units will first go to The J.W. and Hazel Ruby West Virginia Welcome Center located on Highway 19. After you check in with the registration staff at the welcome center, you will be directed onto the main site and your specific campsite by a Summit staff member. For wayfinding devices, it is best to use Google Maps to find this address.

NOTE There are two 2550 Jack Furst Drives. Be sure to use Glen Jean not Mount Hope.

Welcome Center Address:
J.W. & Hazel Ruby Welcome Center
55 Hazel Ruby Lane
Mt. Hope, WV 25880

North Gate/Main Entrance 2550 Jack Furst Drive Glen Jean, WV 25846

ARRIVAL DAY

ARRIVAL PLAN

In April of 2021 after the final payment deadline the designated point of contact for your unit will be e-mailed instructions on how to fill out their arrival plan information in the registration system. Units will indicate their anticipated arrival time and mode of travel. If applicable this is where units can register for an extra day of housing at The Summit for either an early arrival or late departure.

ARRIVAL TIME

Units are asked to arrive between 11:00 AM and 3:00 PM on Sunday of their scheduled week. Arriving earlier rather than later in this window will allow for a smoother completion of your unit's arrival day activities. Travel is never an exact science and we understand that unexpected circumstances may arise along the way. Please be assured that we will be able to take care of you in these instances, regardless of your arrival time. However, if you think your arrival time will be delayed, stay in touch by calling (304) 465-2900 so that we can be ready for a later arrival and possibly help with any issues.

EARLY ARRIVAL OR LATE DEPARTURE

If transportation logistics require a unit to arrive to The Summit a day early on Saturday or depart a day later on Sunday at the end of their experience, the cost is **\$35.00 per person** per night. This covers the cost of housing and meals for these additional times. Units register for this in April of 2021 using the arrival plan function of the registration system.

The Summit does not operate program areas on Saturdays or Sundays. To units who pay for the extra day we provide a place to stay and food to eat but our program facilities are not typically open. Equipment for field games and board games are available from the Base Camp staff. Hikes around the site are also an option but the unit's adult advisors must provide the two-deep adult leadership. Please indicate on your arrival plan that you will need an early arrival and/or late departure for your unit.

CHECK-IN & PAPERWORK

At the Welcome Center, the friendly registration staff will take the adult leaders and their units through the check-in process and make sure all forms and financial requirements are settled.

THINGS TO BRING TO CHECK-IN

NOTE Please sort forms by type and then alphabetically for the medical and waiver forms.

- Any outstanding fee payments Only checks made payable to BSA can be accepted at check-in.
- **Youth Protection Training** Verification that all participants 18 years of age and older are current with youth protection training.
- Medical forms The registration staff will make sure all participants have a properly completed medical form but will not collect them from you. (The adult advisor will keep them until the entire unit makes its way to the Health Lodge to have medical re-checks later during your walking tour of The Summit Center.)
- <u>Summit Waivers</u> for all participants All participants must have; a parent's signature is required for participants under 18.
- Whitewater rafting waivers All rafting participants must have; a parent's signature is required for participants under 18.
- Buddy Tags For all aquatic activities. Review Appendix 7 for details.

PRE-MEDICAL EVALUATION

This is a form to help identify any known medical issues in the group. Only 1 form per group is required. This form will be given to you at check-in.

MEDICAL RE-CHECK

Before Leaving Ruby Welcome Center the Summit's medical staff will take the unit through the medical re-check process. A medical staff member will meet with each participant and review their health form.

UNITS NEED TO BRING THE FOLLOWING TO MEDICAL RE-CHECK

- Pre-Medical Evaluation 1 per unit (short form issued upon arrival.)
- Medical forms 1 per person
- Any prescription medications
- Inhalers and Epi-Pens

The medical staff will review any concerns and prescription medications with the adult advisor regarding any unit members. Parents should also review with the adult leaders any prescription medications and medical issues prior to departure from home.

MOVE-IN

After checking in at the Ruby Welcome Center you will be given a map and directed to go to your assigned basecamp at The Summit. A Commissioner will meet you there for further guidance.

A NOTE FOR GROUPS TRAVELING VIA CHARTER Make sure that your charter service understands that the Ruby Welcome Center is a stop on the way to camp and that they will be needed to transport your group onto the site.

Once you have arrived at Base Camp, your group along with the Commissioner will check in with the Base Camp Staff. They will assign you a campsite and orient you to the base camp services and procedures. You will set up your tents and cots and then head out on a tour of The Summit Center.

SUMMIT CENTER WALKING TOUR

- Base Camp facilities
- Summit Center activity areas and hours of operation
- Scott Visitors Center
- Sunday evening leaders' meetings locations and times (See leaders meeting section below for more details)
- Program assembly area

- Chapel Service locations and times
- Opening program location and time
- Dining hall- While here you will be able to discuss with dining hall staff and special dietary needs and questions.
- Guest Services
- Trading Post

LEADERS' MEETING-7:00 PM SUNDAY

The Justice Scout Camp Director, Program Director, and other key Summit staff will conduct a leaders' meetings for Senior Patrol Leaders and Adult Leaders at the end of check-in day each week. This meeting will provide valuable information on the logistics of being at camp for the week, program information, our safety procedures, and ends with a question and answer session to help make sure all units feel comfortable and are starting their week of scout camp with us strong. While this meeting is occurring, representatives from each unit are encouraged to attend the Outdoor Ethics or Chaplain's Aide meetings to help them better understand their role and opportunities while at camp.

CHAPEL SERVICE - 7:45PM

The Summit provides chapel services every Sunday for Protestant and Catholic denominations. Units are not required to attend chapel service. Units not attending chapel service should respect the services being held and not disturb them with distracting activity or noise.

OTHER CHAPEL SERVICE NEEDS

There are many faith traditions, and The Summit cannot arrange appropriate chaplains for every faith. If you have a unit or unit members with faith traditions not represented in the services that The Summit can provide, we will provide a location for a unit-led service. So, that we can be prepared with a location, we would ask that you e-mail Scouting.org with your request for a unit-led chapel service location. Put "Unit Led Chapel Service" in the subject line and submit requests 2 weeks prior to arrival.

OPENING PROGRAM-8:30PM

Your first day at The Summit wraps up with the Opening Program. More information on what this will exactly look like will be released closer to camp.

COMMUNICATION AND PHONE NUMBERS

ROUTINE MESSAGES FROM HOME OR WORK

The Summit has very strong cell phone coverage in most areas of the property. You should be able to receive and respond to most calls on a timely basis. The cell phone numbers of all the adult leaders should be shared with the parents of the participants. In addition, all participants who bring cell phones should share their numbers with each other to facilitate easy communication between the members of the group on site and throughout the trip. Many groups set up a group text function to allow quick communication to all unit members.

WI FI service will be available in certain locations within the non-primitive campsites as well as certain locations within The Scott Summit Center.

EMERGENCY MESSAGES

The Summit 24 hour a day hotline number is **304-465-2900**. Note that this number is different than the one provided under the "Contact Us" section. We would direct all emergency communications from home to this number. Parents or Unit representatives at home should have the name of the participant they are trying to reach and their expedition number when they call. Routing the call through this number allows The Summit to get appropriate resources to help the unit deal with the emergency message from the start. If an emergency message is given directly to a unit through a personal cell phone, please alert a Summit staff member or the 24-hour duty officer as soon as possible so that The Summit staff can begin assisting with the situation immediately.

<u>24 HOUR PHONE NUMBER – 304-465-2900.</u> Share this number with all participant parents, guardians, and spouses as well as key adult leaders from the unit or council who have remained at the home council during the event. This number is monitored continuously. Please note this is an emergency number. Routine business should be handled through SBR Business number: 304-465-2800.

YOUR ACCOMODATIONS WHILE AT THE SUMMIT

Your unit will live in a campsite at the James C. Justice National Scout Camp located at The Summit in Delta 2 Subcamp. The Summit provides tenting and cots for participants. Tents are 9 ½ feet by 9 ½ feet dome tents. 2 cloth cots are provided for each tent as well as a plastic ground cloth. A backpacking sleeping pad or air mattress may provide additional comfort but is not required. Units should be prepared to set up their tents and cots upon arrival, but it is possible they may already be set up for you.

At the end of the week, we will ask groups to move their tents to allow for the grass to recover. The Base Camp Staff will guide you in moving your tents. If necessary, they can be moved any time from Thursday afternoon to your departure on Saturday morning.

Showers are all ambient temperature showers. The use of solar bag showers is permitted; however, bags must contain no more than 2.5 gallons of water and must be used in the shower house.

Shower houses are marked Youth Male, Adult Male, Youth Female and Adult Female. **Those under 18** must use the youth facilities for their gender and those 18 years of age and over must use the adult facilities for their gender. This includes Venturers and Explorers who are over 18, but under 21.

All shower houses are given a deep clean once a week by the staff. We ask that your unit help in keeping their closes shower house to their campsite clean during the week. We also ask the units help in removing trash and taking it to the dumpsters as needed to help control bear activity in the area. Units will be provided access to all required cleaning materials in order to effectively do these tasks.

Food is served at the dining hall and cooking facilities are not needed in the campsite. **NO FOOD IS TO BE STORED IN THE TENTS OR CAMPSITE.** There will be opportunities to request a campfire ring for your campsite once you arrive on site if one is not already stationed there.

LAUNDRY

Laundry services for participants are not available at The Summit. There will be access through the tent city staff to a few machines for "emergency" laundry needs. (Vomit/blood on sleeping bags, soaked sleeping bags etc.)

TECHNOLOGY

The Summit offers wireless and cell phone connectivity. AT&T Wi-Fi Hotspots are available at The Summit's base camps and in the Scott Summit Center. A password is not required to access these hotspots.

Charging stations are in the base camps and Summit Center. These are not lockable storage areas, and it is intended that you monitor your items while charging. There is no electricity in the High Adventure activity areas. **DO NOT LEAVE YOUR DEVICES UNATTENDED WHILE CHARGING.**

Due to COVID-19 a lot of our forms and information are now available mainly electronically. While it is not required, we do encourage at least adult leaders to bring cell phones to camp for easy access to all our Scout Camp information that we will teach you how to access during the Sunday Leader's Meeting.

PROTECT YOUR EQUIPMENT

Participants must remember that we are still a **CAMP** and participants should bring protective equipment to secure any sensitive electronics from the weather and elements.

Cell phones are relatively easy to secure with a case and zip lock bag. For larger items like laptops and tablets, protective bags or cases should be used. For groups who will be driving to The Summit we recommend that you store larger electronic items in the vehicle during the day and grab them in the evening. Severe storms are not uncommon in West Virginia and valuable electronics left in your tent may get damaged. The Summit is not responsible for lost, stolen or damaged personal items.

UNIFORMS

The Summit recommends wearing the BSA field uniform at Chapel Service, the opening and closing programs as well as travel to and from the site. The field uniform is not recommended during activity participation. Some activities, such as the service projects, require long pants and or long-sleeved shirts. Follow the personal equipment list provided in this guide (Appendix 1).

FOOD AT THE SUMMIT

While at The Summit you will eat at The Summit dining hall for breakfast, lunch and dinner. With all scout camp participants now eating out of the Piggot Dining Hall (found directly next to headquarters and unit campsites) all scouts will have ample time to walk back for lunch and will not be delivered lunch to program areas such as shooting sports like we have done in the past.

Your first meal will either be lunch upon arrival or dinner, depending on the arrival time you indicate in your arrival plan. Your last meal at The Summit is breakfast on the day of departure. Your Mountain Rover will orient you to dining hall operations during your walking tour.

SPECIAL DIETARY NEEDS

The dining hall has the capability to provide meals that meet various special dietary needs throughout your stay at The Summit, including but not limited to vegetarian, vegan, religious diets, food allergies, and many more. In the spring of 2021, you will be able to indicate on your roster in the registration system any special dietary needs for your unit members. In addition, please note any special diet needs on your medical forms, also identify yourself with dining hall management upon arrival and they will be happy to assist and review ingredients in the different items and review items that are available to you.

Upon arrival, you will also fill out a form for your group indicating any special needs for your participants and their program patrol number, so that when delivering lunches the appropriate considerations can be made for those with special needs.

Common Special dietary needs that The Summit Dining Hall Accommodates

VegetarianKosherGluten FreeVeganHalalPeanut Allergies

The dining hall can accommodate other special dietary needs in addition to the ones above. If you have questions about a special dietary need e-mail Scouting.org.

WILDLIFE AT THE SUMMIT

Like any camp The Summit is full of wildlife. While here most all participants will get a chance to see deer, turkey, reptiles, fish, birds, insects, and other creatures. While far less commonly spotted, black bears are present on the site. Respect for wildlife and the habitat we share with them here at The Summit is important during your stay. A crucial part of keeping a positive relationship to the wildlife at The Summit is how we store and handle food at camp. **NO FOOD CAN BE STORED IN YOUR TENT.** Any food should be secured in a personal vehicle or with Summit staff. The Summit has secure storage for shelf stable supplemental food. Please alert staff upon check-in that you have food that needs secured.

Throughout the site you will see trash receptacles designed to be bear proof please use these to dispose of any garbage you may have and use recycling receptacles as indicated for items able to be recycled. Do not deposit food waste into shower house trash receptacles as they ARE NOT bear proof and will bring unwanted bear activity into your campsite.

Please read the Wildlife and Natural Hazards section found in <u>Appendix 4</u> for more detailed information on black bears, snakes and insects.

The 10 Essentials of Hiking

While at The Summit participants will be carrying a day pack for the items they will need throughout the day. A good guide for what you will be carrying is the "10 Essentials for Hiking."

- 1. Navigation Materials- Map and Compass are essential to knowing and finding your way. GPS can be a great and useful tool, but you should also have the basic map and compass in case technology fails.
- **2. Water-** Staying hydrated is key. If hiking in a wilderness area water treatment or filtration should be brought as well. (At the Summit, there is potable water at all activity areas.)
- 3. Food- Make sure to bring enough food appropriate for the planned length of your hike.
- **4. Sun Protection-** Sunscreen, hats and sunglasses are all great tools to protect you from the sun's rays.
- **5. Appropriate Clothing-** Depending on the time of year, make sure to have clothing and weather protection for the conditions you may encounter. This could include rain gear, fleece sweater, a winter jacket etc.
- **6. Fire Starter-** Matches and or lighter.
- 7. First Aid Kit
- **8. Illumination-** Flash light or head lamp.
- **9. Repair and Tool Kits-** Make sure to bring supplies to fix common problems with any items you may have. A multi-tool style pocketknife is an efficient way to bring a lot of tools.
- 10. Emergency Shelter- A tent, tarp, or space blanket for emergency shelter.

CREATING THE BUDGET

The Summit program fee represents only a portion of your overall expense. Please consider the following items before determining the per person fee that you will collect.

- SUMMIT FEE This is the per person amount that you will pay to THE SUMMIT for your planned program.
- **TRANSPORTATION** Transportation costs may include air, bus or train fares, vehicle rental and fuel. Remember that some commercial carriers charge additional fees for checked baggage.
- LODGING Depending on your travel arrangements, you may need to stay one or more nights in route to and from the Summit. Lodging costs may include hotels, campgrounds, or other similar arrangements.
- **MEALS** The Summit will provide meals beginning with lunch or dinner on the day of your arrival and ending with breakfast on departure day. Plan to purchase travel meals in route to and from the Summit.
- **TRAINING** This includes all costs for unit events designed to prepare for your experience at the Summit.
- **PROMOTION** Include the cost of printing and postage. Additionally, many units enjoy creating group t-shirts, hats or other personalized attire or equipment.
- **EQUIPMENT** The Summit will provide all tents, cots, and program equipment for your Summit Experience. However, if your trip includes additional camping, tours, etc., you may need to purchase unit equipment to accommodate these activities.
- SIDE TRIPS and TOURS. If desired, your unit may choose to plan additional activities in route to and from the Summit. The cost of these activities should be part of your budget.
- **CONTINGENCY.** Building a contingency into your budget creates a "rainy day" fund to meet unexpected expenses related to your trip. If desired unexpended contingency funds may be refunded to unit members at the end of your trip.

FEES AND FEE SCHEDULE 2021:

Scout Camp

\$420.00 per person

The fees include food, program equipment, tent, cot, and cooking gear (as needed). Participants provide their clothing and sleeping bag.

FEE SCHEDULE*

May 31, 2020 \$100.00 per participant
 October 31, 2020 50% of the balance due

March 31, 2021 Balance due

We will take reservations until we are full. If you are a new registrant, we will establish a schedule that is reasonable based on when we confirm a reservation for your group.

Online credit card payments are the preferred method for making deposits and paying balances. However, checks can be accepted, if necessary. Any checks should be mailed to: Summit Experience Program Summit Bechtel Reserve 2550 Jack Furst Drive Glen Jean, WV 25846

REFUND POLICY

The Summit must commit financial resources to purchase equipment, hire staff and otherwise prepare to provide a high-quality program. Therefore, participants must also make a financial commitment to attend. All fees are non-refundable and non-transferable in the event of cancellation by the participant. Please be conservative when making deposits or payments. Pay only for those who have financially committed to your unit or council to attend.

EQUIPMENT INFORMATION

Review <u>Appendix 1</u> for a detailed list of Equipment. The equipment is broken down into personal gear, unit gear and equipment provided by The Summit. Personal gear and unit gear are the responsibility of the participant and unit. **It is strongly suggested that you label your belongings**. The equipment provided by The Summit will be issued upon arrival and checked back into The Summit at the end of the week. The Summit expects the same diligent care of our equipment that you will give to your personal and unit equipment.

ADDITIONAL NOTES ON EQUIPMENT AND GEAR

SPECIALIZED ACTIVITY CLOTHING

Bring clothes that are appropriate for hiking. If you have a lot of experience in one of the activities that we provide at The Summit, such as mountain biking and you have specialized clothing for that activity, feel free to bring those clothing items with you. If the activities are new to you, there is not a need to spend extra money on specialized clothing for the activities at The Summit.

SKATEBOARDING, MOUNTAIN BIKING AND BMX

The ideal shoe for these activities is a biking shoe, skateboard shoe or low-rise tennis shoe with a thinner sole. These types of footwear also help reduce injury in these activities. Stiff and bulky hiking boots can make control more difficult on a skateboard and bike.

SAFETY EQUIPMENT

The Summit provides all required program and safety equipment such as helmets, pads, PFDs, ear protection, harnesses, etc. Do not bring your own safety equipment. The Summit knows the history of the equipment being used.

CLOSED TOED SHOES

All Summit activities require closed toed shoes for participation.

AQUATICS ACTIVITIES

Closed toed shoes are required for all aquatics activities as well. Bring footwear that will be dedicated to being soaked for the week. There are types of sport sandals that are closed like a shoe in the front and open in the back like a sandal, these work very well for aquatic activities. An old pair of tennis shoes will work also. Moisture wicking shirts that dry quickly are recommended for our aquatics activities, which also provide protection from the sun while out on the water.

THE SUMMIT TRADING POST

We all know the motto of the BSA is **Be Prepared**. We also all know that no matter how hard you try someone is going to forget something. The Summit Trading Post will be stocked with many of the items on the equipment list that are crucial for participation. If the Trading Post is out of an item, The Summit staff will assist participants with purchasing crucial items from a retailer in the local area.

CUSTOM T-SHIRTS

In 2021 you will be able to order custom t-shirts for your unit directly from The Summit Trading post. Details on ordering and pricing will be released in Spring of 2021.

SERVICE PROJECTS

Long pants and a long-sleeved shirt are required for service projects. Some projects involve painting, so these clothes should be ones that you do not mind getting paint on or a little dirty.

SPECIALIZED ACTIVITY EQUIPMENT

The Summit has all the equipment you need to participate in our programs. Some participants in the focused or advanced programs with experience in their chosen program may prefer to use their own equipment. This section outlines what can be allowed subject to inspection by trained and qualified Summit staff.

Some equipment used for Summit programs can be very costly. When deciding whether to bring your own equipment, please take into consideration that **The Summit does not provide secure storage for your personal equipment and does not replace, or repair lost, stolen or damaged personal equipment.**

- Participants are NOT ALLOWED to bring personal firearms or archery equipment.
- Climbing Shoes The Summit provides climbing shoes for those participating in climbing activities. We do not consider climbing shoes as required safety equipment, so if you have a personal pair you would like to bring, please feel free to do so.
- Bikes A manager of the program area must inspect and approve the bike for use at the beginning of your program.
- Skateboards Personal skateboards are allowed for all participants as they are small, portable, and easy to inspect. A skateboard staff member must inspect your board each time you bring it to one of the skate parks. Remember to also bring skate shoes if participating in a skating activity

APPENDIX 1:

PERSONAL EQUIPMENT LIST

Code:

*- available at trading post S- Share with buddy F-Female participants

*- available at trading post S-				
Equipment	Qty	Comments	Code	Check
Upper Body				
Sweater	1	like a light fleece sweater	*	
Jacket	1	light jacket for evening	*	
Rain Jacket and Pants	1	Sturdy and waterproof, with a hood, coated nylon and breathable fabrics are acceptable.	*	
Shirt-Short sleeve	3	Moisture wicking, no cotton or nylon.	*	
Shirt- Long sleeve	2	Moisture wicking, no cotton or nylon. 1 for Service project.	*	
Sports Bra (F)	2	Synthetic	F	
Field Uniform	1	Encouraged for Opening and closing campfires and flags		
Lower Body				
Long Pants	2	not jeans, one pair for service project	*	
Underwear	7		*	
Hiking Shorts	2		*	
Swim Wear (OP)	1	For aquatic activities	*	
Head Neck and Hands				
Baseball cap or wide brim hat.	1	Sun protection for face and ears.	*	
Packs and Bags				
Duffle or Pack	1	100-liter size should be sufficient.	*	
Day pack	1	For carrying, food, water, rain gear etc. during the day.	*	
Gallon zip lock bags	6 to 12	For waterproof storage of clothing or other items		
small stuff sacks	2 to 3	Pack personal items/organize.	*	
Shower/toiletry bag	1		*	
Sleeping Gear				
Sleeping Bag	1	Rated to 30 degrees	*	
Sleep clothes	1 set	T-shirt and gym shorts worn only to bed.	*	
Sleeping pad	1 (OPTIONAL)	For added comfort on Summit provided cot.	*	
Footwear				
Hiking Boots	1 pair	Well broken in		
Socks	8 pair	Synthetic or wool	*	
Liner Socks	3 pair	Synthetic	*	
Camp Shoes	1 pair	lightweight sneakers or closed toed shoes		
Water shoes	1 pair	Closed toed shoes that can get wet. Required for any aquatics activity.	*	
Bike Shoes, skate shoes or low-rise tennis shoes.	1 pair	For those participating in mountain biking, skateboarding or BMX.		

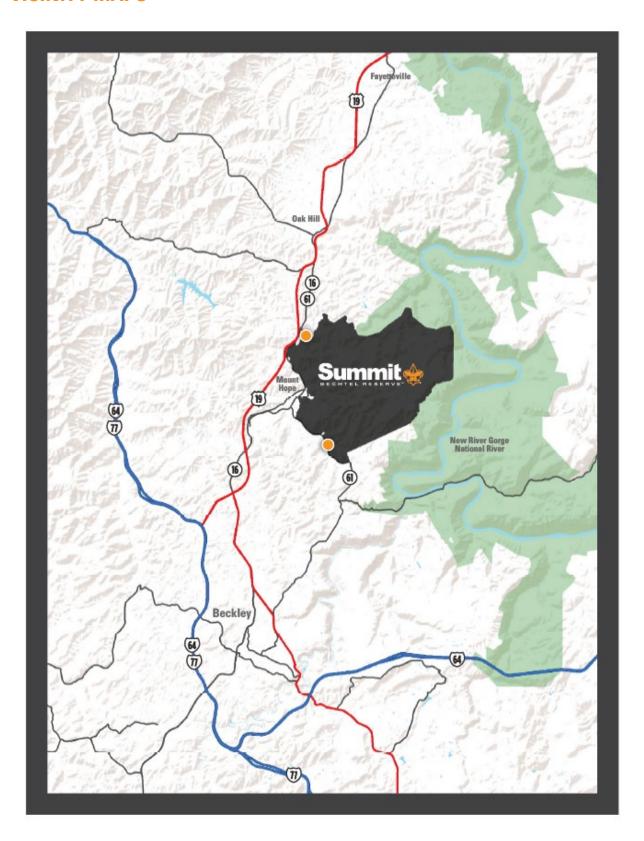
Continued on Next Page

Miscellaneous				
Water bottle or hydration bladder.	3-quart capacity	If using a bladder be sure to bring at least 1 water bottle for drink mixes like Gatorade.	*	
Pocket knife or multi tool	1	Small knife sufficient	*	
Flashlight/headlamp1	1	Durable, bring extra batteries	*	
Compass	1		*	
Bandana	2		*	
Money	\$60.00			
Lip Balm	1	Moisturizing balm with SPF-25 or greater.	*	
Soap	1		*, S	
Sunscreen	1		*	
Toothbrush	1		*	
Toothpaste	1		*, S	
Towel	quick dry		*	
Tampon/pads			*, F	
Sunglasses	1		*	
Watch	1		*	
Camera	1		S	
Whistle	1		*	
Foot powder	1		*, S	
Notepad and pen	1		*	
Camp Chair	1	Optional. There will also be picnic tables at your campsite		
Insect repellant	1		*, S	
Fishing Pole (Optional)	1			
Cell phone and charger	1	Helpful in accessing electronic maps and schedules in addition to viewing and participating in virtual events and some merit badge work		
Appropriate Skate Shoes	1	If intending to utilize our wheeled program facilities at Action Point		
UNIT EQUIPMENT				
Equipment Provided by Unit				
Pioneering Materials (optional)	1	For if your unit would like to create a campsite gateway	*	
Troop Flags and Flag Poles	-	Optional	*	
Duct Tape	1 roll	For equipment repair	*	
Fire Starters	-	If you plan on having campfires in your campsite		
Lock Box/Tote	1	For medications and other valuables		
Projector and Screen (optional)	1	To use for viewing opening and closing virtual campfires as a unit. The backs of our bathhouses are a great place to hang these.		
An Adult Leader Laptop/Tablet	At least 1	Helpful in monitoring daily merit badge records and other black pug information		

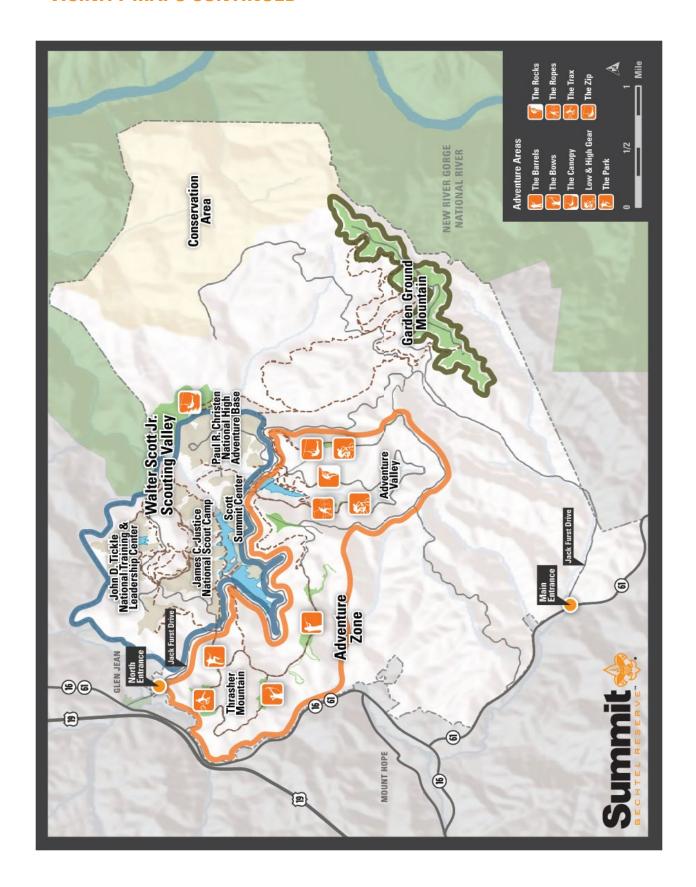
EQUIPMENT PROVIDED BY THE SUMMIT					
Equipment Provided by Summit					
9' x 9' Dome tent	1 person per tent	Ground Cloth Included			
Cots	1 per tent				
Picnic tables	2 per unit				
Dining Fly	1 per unit				

APPENDIX 3:

VICINITY MAPS



VICINITY MAPS CONTINUED



APPENDIX 4:

WILDLIFE AND OTHER NATURAL HAZARDS

The Summit is home to a variety of wildlife and natural hazards. All participants and staff need to be alert to these hazards and know what to do in the event of a wildlife situation. Never feed any wild animals and maintain a safe distance even from seemingly harmless animals.

WARNING:

THERE IS TO BE NO FOOD, SODA, ETC. STORED IN ANY TENT OVERNIGHT. ALL FOOD MUST BE CONSUMED OR PLACED IN ATRASH CONTAINER EACH EVENING.

POTENTIAL WILDERNESS HAZARDS INCLUDE:

- Snakes
 - Copperheads
 - Eastern Timber Rattlesnakes
 - Water Moccasins
- Black Bears
- Deer Ticks
- Stinging insects (Biting Flies and Mosquitoes.)
- Poisonous plants

SNAKES

Avoid tall grassy areas, areas with surface rock, and wet areas. Stay on trails. Do not approach any snake and treat all snakes as poisonous. If bitten, have the victim lay prone and rest quietly to reduce the spread of venom. Bitten areas should be kept in a neutral position at the level of the heart. If possible, attempt to identify the type of snake.

BEARS

In the event a bear is encountered, attempt to leave the area. Do not under any circumstances approach a bear or go between a bear and bear cubs. Do not attempt to feed bears. If a bear approaches, make noise and wave your arms to scare it off. If the bear charges it may be necessary to fight back to avoid serious injury. All bear sightings should be reported immediately to the Camp Director and all personnel removed from the immediate area of the sighting.

RABIES CARRYING ANIMALS

Raccoons and other commonly observed small animals are known to carry rabies. Never attempt to approach any animal and report any animal acting in a strange manner, especially if the animal is unnaturally aggressive, to the Camp Director.

DEER TICKS

Deer ticks are known to carry Lyme disease. They can be found in grassy as well as wooded areas. While ticks are often hard to detect in the woods, they can be located by carefully checking clothes, skin, and hair. A tick check should be performed several times a day and whenever leaving tick habit. Remove ticks from clothing but seek medical assistance in removing ticks embedded in the skin or hair.

SUMMITWILDLIFE HAZARDS

COPPERHEADS

Copperheads are usually colorful and strikingly patterned snakes. They derive their name from the copper-like coloring of the head. The background color of the back and sides is tan to pinkish. There are darker, chestnut colored bands across the back and sides. Each band is of varying width, often described as hourglass shaped. Newborn Copperheads are colored and patterned like adults, excepting the last inch or so of the tail which will be a bright, sulfur yellow color. Adults are usually in the range of 24 to 36 inches in length, although specimens of greater than 42 inches are not rare. Copperheads eat small rodents, birds, lizards, snakes, amphibians, and insects.



Copperheads are venomous, pit vipers. Copperheads account for more cases of venomous snake bite than any of our other species. Fortunately, their venom is the least toxic of the species. Bites from Copperheads are very seldom fatal; however, a bite may still produce serious consequences.

Copperheads can be found in most all habitats, although they often prefer to be near streams and other waterways. They may be found on hilltops or lowlands. It is not unusual for Copperheads to be found in forested or undeveloped areas within and near suburban developments. Copperheads prefer habitats with lots of vines, vegetation and/or debris. Their coloration and patterning are very effective for camouflage in dead leaves on the forest floor. Copperheads rely upon camouflage and cover for safety.

When danger is perceived, Copperheads will usually freeze in place and remain motionless for the threat to pass. This strategy works well in their natural habitat. Unless a person steps on them, grasps them, or otherwise comes very, very close to them, Copperheads will not usually bite. However, the bite will be readily used as a last defense. An agitated Copperhead will vibrate its tail rapidly. The relative abundance of Copperheads and their occurrences near human habitations is the reason bites from Copperheads are at the top of venomous snake bite statistics in the eastern US.

EASTERN TIMBER RATTLESNAKE

Timber rattlesnakes are secretive and passive animals. Timber rattlesnakes are thickbodied snakes which may reach a length of five feet. Their diet consists primarily of small mammals but may also include birds and eggs.

Rattlesnakes buzz or rattle only to warn approaching humans and predators. They assume a defensive posture or coil their bodies with a raised head and tail when they feel threatened. Similarly, they strike when feeding or as a defense and will retreat if possible.



Timber rattlesnakes often remain unnoticed due to their cryptic colors and camouflage patterns. In such instances, their secretive nature and passive behavior allow humans and predators to pass without Most reported bites result from disregarding defensive displays and unnecessarily provoking the rattlesnake. Unexpected encounters with timber rattlesnakes are best avoided by employing a watchful eye in forest settings and by stepping carefully when in timber rattlesnake habitat.

BEARS, SPIDERS AND TICKS







Brown Recluse Spider



Deer Tick



Black Bear

SWIM TEST MASTER LIST



Swim Test Master List

Expedition #:	Unit & Unit #:	
UNIT LEADER INSTRUCTIONS: All participa	nts must complete a BSA Annual Swim test to participate in Summit programs.	Use
form 430-122 (http://www.scouting.org/fi	estore/Outdoor%20Program/Aquatics/pdf/430-122.pdf for swim test instructi	ions,
supervision requirements, and to record th	results.	

If your unit will not be completing the swim test at the same time and location, you can use this form to consolidate swim test results as follows:

- 1) Provide each youth and adult participant a copy of Form 430-122.
- 2) Each participant completes the prescribed swim test under qualified supervision. (see Form 430-122)
- 3) Callect forms from all youth and adult participants. Transfer the results to this master sheet.
- 4) File the original swim test records with your unit records and bring this form with you to the Summit.

The following participants are classified as <u>BSA SWIMMERS</u>. DO NOT list non-swimmers or beginner swimmers on the list below. Date of swim test MUST be within one year of participation.

	FULL NAME (PRINT)	DATE OF SWIM TEST
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		

Please list Beginners and Non-Swimmers on the back

The following participants are classified <u>non-swimmers</u> or <u>beginner</u> swimmers on the list below. DO NOT list BSA swimmers below.

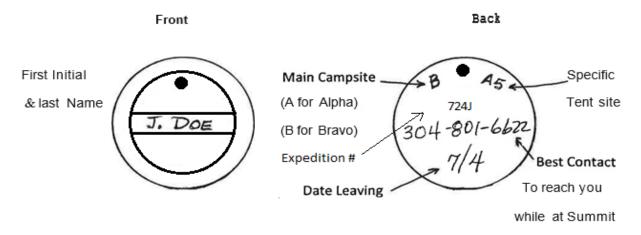
	FULL NAME (PRINT)	DATE OF SWIM TEST	√ for Beginner Swimmer	√ for Non- Swimmer
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				

•	
I certify that the BSA Swim Test results on this signed swim test forms (430-122) that have be forms are filed with the unit records. I underst his or her discretion, re-test any participant.	•
Print	
Sign	

APPENDIX 6:

BUDDY TAGS

PLEASE PRINT LEGIBLY!



ADULT LEADERS:

- Please make sure all tags are filled out legibly. Color tag to identify participants' ability level. See below for visual examples.
- You may not know your specific campsite until you arrive. Please fill out as much information as possible prior to arrival to expedite your check-in.
- The Majority of Waterfront Activities at Summit require an annual BSA swim test and have passed as a "swimmer". This includes full completion of all Merit Badges hosted at Aquatics, Whitewater Rafting, Standup Paddleboard, Kayak, and Water Reality.
- Fill out 2 tags per participant for waterfront activities. We have more than one waterfront location. 2 tags allow the participant to leave a tag on the outboard at one waterfront and have an additional tag for another waterfront.
- Put filled out tags in enveloped marked with your Group name on it (i.e. Troop 157 etc....) and bring to waterfront with you at your scheduled times.
- Please, Please.... Do not lose your tags!
- Whitewater Rafting does not require a buddy tag but does require that you have had your annual BSA swimmers test and passed as a "swimmer".



APPENDIX 7:

RAFTING INFORMATION SHEET

INFORMATION FOR 1/2 DAY WHITEWATER RAFTING ELECTIVE.

GENERAL INFORMATION

- The Bus will go directly to the river put in.
- Participants will return to The Summit before dinner.
- Guides have dry bags, but they are meant for small sundries.
- The bus you are picked up in **WILL NOT** be the bus that returns you to The Summit. Take all items with you and **do not leave any items on the bus.**
- Show up dressed for the river on time at Summit Visitor Center. \$.25 lockers available there.

THINGS TO BRING

- Swimwear
- Closed toed shoes that can get soaking wet
- Sunscreen
- Any medications i.e. epinephrine pens, heart medications, etc.

THINGS YOU MAY WANT TO BRING

- Waterproof camera
- **♀** Hat
- Sunglasses w/ strap
- Outdoor sports-wear w/ long sleeves (if sensitive to sun) NO COTTON NO DENIM
- Water Bottle with carabineer clip

THINGS YOU DO NOT NEED

- Towel
- Change of clothes

TIME

AM Raft Electives should assemble at the 7:30 AM Morning Assembly ready to raft and then proceed to the whitewater check-in tent after the Morning Assembly. with their Mountain Rover.

Note if you are rafting in the morning you will not arrive back in time to participate in afternoon merit badge sessions that day.

PM Raft Electives should assemble at the White-Water Check in tent at 12:15 ready to go.

APPENDIX 8:

THE SUMMIT DUTY TO GOD AWARD

The Summit provides this optional unit-lead award to help keep participants focused on one of the 12th points of the Scout Law: Reverent.

- Chaplain's Aide must attend the Chaplain's Aide meeting on Sunday night.
- Attend one of The Summit's Chapel Services or conduct a unit-lead service.
- Participate in a daily devotional lead by the Chaplain's Aide. Devotional guide provided at the Chaplain's Aide meeting.
- Participate in a daily Thorns, Roses and Bud's session.
- The Chaplain's Aide, SPL, and Adult Leader will sign off on completion of the Award.
- When Completed present this sign-off sheet at the trading post and you will be able to purchase the patch.



EXPEDITION #	
NUMBER OF UNIT MEMBERS WHO HAVE C	OMPLETED THE REQUIREMENTS
Chaplain's Aide Signature	Date
SPL Signature	Date
Adult Leader Signature	Date

APPENDIX 9:

THE SUMMIT SUSTAINABILITY AWARD

Each participant at The Summit can earn The Summit Sustainability Award. There are five requirements to earn this award. Two of the requirements include documenting things, and one includes sharing those documentations. Documentations can be anything from a picture or video to a journal entry. (If your documentation is something you can post online, do it! The Summit has Wi-Fi!) We encourage you to earn this award and stay at The Summit of Sustainability both with us and in your future endeavors.



The Summit Sustainability Award requirements:

- Your Crew's Outdoor Ethics Guide must attend the Outdoor Ethics meeting held on arrival day. There they will pick up a small guidebook on Leave No Trace and hang tags for each member of your crew. (Only the Crew Ethics guide must complete this requirement.)
- Tour the Sustainability Treehouse and document at least five things that you learned. Write a pledge on the top of the Sustainability Treehouse (metal tags).
- Throughout your stay at The Summit practice the seven principles of Leave No Trace, document at least one example of each principle.



- Share the things you have documented with your troop/crew and ask them to share what efforts they have made to be sustainable either at The Summit or at home.
- Complete at least three hours of a service project with Summit Staff during your stay at The Summit.

To purchase The Summit Sustainability Award from the trading post the following crew members must certify the # of crew members who have completed the requirements:

Expedition #	
Number of crew members who have completed the requiremer	nts
Outdoor Ethics Guide Signature	_ Date
Crew Leader Signature	Date
Adult Advisor Signature	Date

APPENDIX 10:

PROGRAM SCHEDULE

Please Note: the program schedule will change throughout the off-season and summer. You can always find the most up to date version under the Quick Links Section of The National Scout Camp Website.